Please cancel claims 87 and 89-90.

1. (Previously Presented)   In a computer-implemented animation system, a method for animating an object, the method comprising:

   receiving a first input, the first input specifying a first parameter behavior, the first

      parameter behavior indicating how to change a value of a first parameter over

      time, wherein the first parameter applies to one element of a group consisting of a

      filter applied to the object and a generator applied to the object;

   animating the object by changing the value of the first parameter over time according to

      the specified parameter behavior; and

   outputting the animated object.

2. (Original) The method of claim 1, wherein the object comprises a two-dimensional object.

3. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a parameter keyframe indicating the value for the first parameter at a first point in time, and wherein animating the object comprises changing the value of the first parameter according to the specified parameter behavior and further according to the specified parameter keyframe.

4. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of a second parameter over time, and wherein animating the object further comprises changing the value of the second parameter according to the second specified parameter behavior.

5.-8. (Cancelled)

9. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be averaged over time.

10. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be changed using a user-specified custom change.

11. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be negated.

12. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should oscillate over time.

13. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should ramp over time.

14. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be randomized.

15. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should change over time according to a specified rate.

16. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that changes to the value of the first parameter should be executed in reverse order.

17. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should not change.

18. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should wriggle over time.

19. (Previously Presented) The method of claim 1, wherein the object comprises one from a group consisting of:

an image object;

a text object; and

a particle system.

20.-70. (Cancelled)

71. (Previously Presented) A method for animating an object using a behavior, comprising:

    outputting an original animation for the object according to a first parameter behavior, the first parameter behavior indicating how to change a value of a first parameter over time, wherein the first parameter applies to a motion behavior applied to the object;

    concurrently with outputting the original animation:

        receiving a first user input, the first user input specifying a second parameter of the motion behavior; and

        receiving a second user input, the second user input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of the second parameter over time; and

    outputting an updated animation for the object according to the first parameter behavior and further according to the second parameter behavior.

72.-73. (Cancelled)

74. (Original) The method of claim 71, wherein outputting the updated animation is performed without interrupting the animation for the object.

75. (Previously Presented) The method of claim 71, wherein the updated animation reflects the application of the second parameter behavior in real-time.

76. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and caching the rendered frames.

77. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially.

78. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially by calculating a current frame based on a previous frame.

79. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and periodically caching a subset of the rendered frames in an interval cache.

80. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise evaluating, by a first thread, a first subset of frames, and evaluating, by a second thread, a second subset of frames.

81. (Original) The method of claim 80, wherein the first subset and the second subset of frames each comprise alternate frames of the animation.

82.-85. (Cancelled)

86. (Previously Presented)   In a computer-implemented animation system, a method for animating an object, the method comprising:

    receiving an input, the input specifying a behavior, the behavior indicating how to change a value of a parameter of the object over time;

    animating the object by changing the value of the parameter of the object over time according to the specified behavior; and

    outputting the animated object;

wherein the behavior comprises one from a group consisting of a Snap Alignment to Motion behavior and an Align to Motion behavior, each of which changes a rotation of the object based on a motion path of the object such that the rotation is not changed if the motion path is straight.

87. (Cancelled)

88. (Previously Presented)   In a computer-implemented animation system, a method for animating an object, the method comprising:

    receiving an input, the input specifying a behavior to apply to the object, the behavior indicating how to change a value of a parameter of the object over time;

    animating the object by changing the value of the parameter of the object over time according to the specified behavior; and

    outputting the animated object;

wherein the behavior comprises one from a group consisting of:

    a Drag behavior, which changes a position of the object based on a simulated friction; and

    a Rotational Drag behavior, which changes a rotation of the object based on a simulated friction.

89. (Cancelled)

90. (Cancelled)

91. (Cancelled)

92. (Previously Presented)   In a computer-implemented animation system, a method for animating a text object, the method comprising:

    receiving an input, the input specifying a behavior, the behavior indicating how to change a value of a parameter of the text object over time;

    animating the object by changing the value of the parameter of the text object over time according to the specified behavior; and

    outputting the animated text object;

wherein the behavior comprises

a Randomize behavior, which incrementally displays the text object character-by-character, wherein character order is random.

93. (Cancelled)

94. (Previously Presented) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first user input, the first user input specifying a first parameter of a motion behavior applied to the object;

receiving a second user input, the second user input specifying a first parameter behavior, the first parameter behavior indicating how to change a value of the first parameter over time;

animating the object by changing the value of the first parameter over time according to the first parameter behavior; and

outputting the animated object.

95. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should be averaged over time.

96. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should be changed using a user-specified custom change.

97. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should be negated.

98. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should oscillate over time.

99. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should ramp over time.

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100. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should be randomized.

101. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should change over time according to a specified rate.

102. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that changes to the value of the first parameter should be executed in reverse order.

103. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should not change.

104. (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should wriggle over time.

105. (Previously Presented) The method of claim 94, further comprising:

receiving a third input, the third input specifying a parameter keyframe indicating the value for the first parameter at a first point in time;

wherein animating the object comprises changing the value of the first parameter over time according to the first parameter behavior and further according to the specified parameter keyframe.

106. (Previously Presented) The method of claim 94, further comprising:

receiving a third input, the third input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of the first parameter over time;

wherein animating the object comprises changing the value of the first parameter over time according to the first parameter behavior and further according to the second parameter behavior.

107. (Previously Presented) The method of claim 94, further comprising:

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receiving a third input, the third input specifying a second parameter of the motion

behavior applied to the object; and

receiving a fourth input, the fourth input specifying a second parameter behavior, the

second parameter behavior indicating how to change a value of the second

parameter over time;

wherein animating the object comprises changing the value of the first parameter over time

according to the first parameter behavior and changing the value of the second parameter over

time according to the second parameter behavior.

108. (Previously Presented) The method of claim 94, wherein the object comprises a two-dimensional object.

109. (Previously Presented) The method of claim 94, wherein the object comprises one from a group consisting of:

an image object;

a text object; and

a particle system.

110. (Previously Presented) The method of claim 94, wherein the motion behavior comprises one from a group consisting of:

a Fade In/Fade Out behavior;

a Grow/Shrink behavior;

a Motion Path behavior;

a Snap Alignment to Motion behavior;

a Spin behavior;

a Throw behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

an Edge Collision behavior;

a Gravity behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Repel behavior;

a Repel From behavior;

a Rotational Drag behavior;

a Spring behavior;

a Vortex behavior; and

a Wind behavior.

111.   (Previously Presented) The method of claim 94, wherein the object comprises a text

object, and wherein the motion behavior comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Position behavior;

a Rotation behavior;

an Opacity behavior;

a Scale behavior;

a Tracking behavior; and

a Type On behavior.